

NOMADIC PEOPLE OPTIMIZER (NPO) FOR
LARGE-SCALE OPTIMIZATION PROBLEMS

SINAN QAHTAN MOHAMD SALIH

DOCTOR OF PHILOSOPHY

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SUPERVISOR'S DECLARATION

We hereby declare that we have checked this thesis and in our opinion, this thesis is adequate in terms of scope and quality for the award of the degree of Doctor of Philosophy.

(Supervisor's Signature)

Full Name : DR. ABDULRAHMAN A. ALSEWARI
Position : SENIOR LECTURER
Date : 18 FEB 2018

(Co-supervisor's Signature)

Full Name : DR. MOHAMAD FADLI ZOLKIPLI
Position : SENIOR LECTURER
Date : 18 FEB 2018



STUDENT'S DECLARATION

I hereby declare that the work in this thesis is based on my original work except for quotations and citations which have been duly acknowledged. I also declare that it has not been previously or concurrently submitted for any other degree at Universiti Malaysia Pahang or any other institutions.

(Student's Signature)

Full Name : SINAN QAHTAN MOHAMD SALIH

ID Number : PCC15005

Date : 18 FEB 2018

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PROBLEMS

SINAN QAHTAN MOHAMD SALIH

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ABSTRAK

Beberapa dekad kebelakangan ini penyelidik telah menggunakan beberapa metodologi yang diilhamkan daripada masalah pengoptimuman yang kompleks. Kaedah carian berketentuan klasik diketahui sering terperangkap dalam minimum tempatan dan berprestasi kurang baik bagi masalah dimensi yang tinggi. Masalah lengkap-NP dianggap sebagai masalah pengoptimuman global yang umum; oleh itu, terdapat keperluan sumber pengkomputeran yang terlalu tinggi untuk memastikan pengiraan jitu bagi minimum global. Metaheuristik ditakrifkan sebagai satu proses generasi lelaran yang memberi petunjuk kepada sesuatu heuristik bawahan melalui gabungan konsep pintar yang berbeza untuk meneroka dan mengeksplorasi ruang penyelesaian; mereka menggunakan strategi pembelajaran untuk menstrukturkan maklumat dalam usaha menubuhkan penyelesaian hampir-optimum yang efisien. Tiga masalah besar dihadapi ketika merancang metaheuristik; masalah pertama ialah mengimbangi penerokaan dengan keupayaan eksploitasi (yang membawa kepada penumpuan pramatang atau memerangkap di dalam minimum tempatan), manakala masalah kedua adalah pergantungan algoritma tersebut kepada parameter mengawal, yang merupakan parameter dengan nilai-nilai optimum yang tidak diketahui. Masalah terakhir adalah keupayaan algoritma itu untuk menyelesaikan masalah skala-besar, yang kebanyakannya terdiri dari masalah dunia sebenar. Dalam tesis ini, suatu metaheuristik baru yang diilhamkan oleh alam semula jadi yang dipanggil "Pengoptimum Orang Nomad (NPO)" telah direka. NPO diilhamkan oleh gaya hidup nomad. Algoritma yang dicadangkan mensimulasikan tingkah laku nomad apabila mereka mencari sumber kehidupan (air atau padang ragut). Komponen asas algoritma tersebut terdiri daripada beberapa puak dan setiap puak mencari tempat yang terbaik (atau penyelesaian yang terbaik) berdasarkan kedudukan pemimpin mereka. Interaksi antara puak ini diilhamkan oleh konsep kumpulan (-kumpulan) orang yang dikuasai oleh pemimpin (-pemimpin) mereka. Para pemimpin puak secara berkala bertemu di dalam bilik untuk memilih pemimpin terbaik keseluruhan yang mempunyai kawalan ke atas semua pemimpin yang lain. "Pendekatan Bilik Mesyuarat (MRA)" ini memastikan keseimbangan antara keupayaan penerokaan dan eksploitasi NPO yang dicadangkan. NPO tersebut telah diuji dan dinilai berdasarkan enam puluh fungsi ujian tidak dikekang penanda aras. Tambahan lagi, kebolehskalaan NPO itu dinilai secara menyelesaikan lapan belas masalah berskala-besar. Keputusan eksperimen mengesahkan bahawa NPO yang dicadangkan berprestasi lebih baik daripada beberapa metaheuristik baru-baru ini dari segi mencapai penyelesaian terbaik, kebolehskalaan, kerumitan masa, dan kadar penumpuan. NPO ini berjaya menyelesaikan 52 daripada 60 fungsi ujian bersaiz normal manakala 16 dari 18 masalah berskala-besar telah sama-sama diselesaikan. Prestasi yang baik juga dicapai dengan NPO berkenaan dari segi hingar dan masalah maklumat yang terhad. Suatu ujian Wilcoxon Signed-Rank dilakukan untuk mengukur prestasi statistik pasangan bagi algoritma berkenaan dan daripada keputusan, NPO merekodkan prestasi statistik yang lebih baik berbanding dengan algoritma penanda aras yang lain. Dengan tegas boleh dinyatakan bahawa, penilaian eksperimen dan statistik yang dilakukan dalam kajian ini telah membuktikan keupayaan NPO yang dibangunkan ini untuk menyelesaikan masalah pengoptimuman dunia-sebenar.

ABSTRACT

Researchers have in the past few decades resorted to several methods that are inspired from complex optimization problems. The classical deterministic search methods are known to often get trapped in local minimum and do perform poorly on high dimensional problems. A metaheuristic is defined as an iterative generation process which guides a subordinate heuristic through a combination of different intelligent concepts for exploring and exploiting the solution space; they employ learning strategies to structure information in order to establish efficient near-optimal solutions. Three major problems are encountered when designing metaheuristics; the first problem is balancing exploration with exploitation capabilities (which leads to premature convergence or trapping in the local minima), while the second problem is the dependency of the algorithm on the controlling parameters, which are parameters with unknown optimal values. The final problem is the ability of the algorithm to solve large-scale problems, which mostly are the real world problems. In this thesis, a novel nature-inspired metaheuristic called “Nomadic People Optimizer (NPO)” was designed. The NPO is inspired by the lifestyle of the nomads. The proposed algorithm simulates the behavior of the nomads when they are searching for life sources (water or grazing fields). The basic component of the algorithm consists of several clans and each clan searches for the best place (or best solution) based on the position of their leader. The interaction between these clans is inspired by the concept of a group(s) of people controlled by their leader(s). The leaders of the clans periodically meet in a room to select an overall best leader who has control over all the other leaders. This “Meeting Room Approach (MRA)” ensures a balance between the exploration and exploitation capabilities of the proposed NPO. NPO provides two steps for exploitation part, while the exploration is performed using another step. The local search of NPO is implemented using a unique distribution formula, while the global search ability contains a levy flight equation which generates a step for moving the families towards the new positions. The NPO was tested and evaluated based on sixty unconstrained benchmark test functions. Additionally, the scalability of the NPO was evaluated by solving eighteen large-scale problems. The experimental results confirmed that the proposed NPO performed better than some of the recent metaheuristics in terms of achieving the best solutions, scalability, time complexity, and convergence rate. The NPO successfully solved 52 out of 60 (86.6%) normal sized test functions while 16 out of 18 (88.8%) large-scale problems were equally solved. Good performances were also achieved with the NPO with respect to noise and limited information problems. A Wilcoxon Signed-Rank Test was performed to measure the pair-wise statistical performances of the algorithms and from the results, NPO recorded a better statistical performance compared to the other benchmarking algorithms. Conclusively, the experimental and statistical evaluations performed in this study proved the capability of the developed NPO in solving real-world optimization problems.

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LIST OF SYMBOLS

f_i	Objective function
X_i	The variables of the problem
Max	Maximizing Problem
Min	Minimizing Problem
σ	Sheikh of the Clan
$\vec{\sigma}_c$	The position of the Sheikh
UB	Upper Bound
LB	Lower Bound
\vec{x}_i	The position of a family
$Rand$	Random value between 0 and 1
Rd	Reduce of the circle
θ	The value of the angle
Ψ	The direction variable
a_c	Area of the clan

LIST OF ABBREVIATIONS

SBA	Swarm-Based Algorithms
PBA	Physics-Based Algorithms
EA	Evolutionary Algorithms
GA	Genetic Algorithms
GP	Genetic Programming
ES	Evolutionary Strategies
PSO	Particle Swarm Optimization
ABC	Artificial Bees Colony
FFA	Firefly Algorithm
BA	Bat Algorithm
GWO	Grey Wolf Optimizer
BFO	Bacterial Foraging Optimization
CSA	Cuckoo Search Algorithm
FSO	Fish Swarm Optimization
ABO	African Buffalo Algorithm
TLBO	Teaching-Learning-Based Optimizer
SELO	Socio-Evolution & Learning Optimizer
CEA	Cultural Evolution Algorithm
WC	Water Cycle
SA	Simulated Annealing
GSA	Gravitational Search Algorithms
MB	Mine Blast
NPO	Nomadic People Optimizer
MRA	Meeting Room Approach
U-N	Unimodal None Separable
U-S	Unimodal Separable
M-N	Multimodal None Separable
M-S	Multimodal Separable
NIAs	Nature-Inspired Algorithms
NNIAs	Non-Nature-Inspired Algorithms
SOM	Single Objective Metaheuristics
MOM	Multi-Objective Metaheuristics

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